

Alien: Isolation™ coming to Nintendo Switch

DATE: Wednesday, June 12th, 2019 **CONTACT:** Mary Musgrave at <u>mmusgrave@feralinteractive.com</u>

Feral Interactive today announced that *Alien: Isolation*, the AAA survival horror game, is coming to Nintendo Switch. Originally developed by Creative Assembly and published by SEGA, *Alien: Isolation* won multiple awards, and was critically acclaimed for its tense, atmospheric gameplay and fidelity to the production values of the iconic 20th Century Fox film, *Alien*.

In an original story set fifteen years after the events of the film, players take on the role of Ellen Ripley's daughter Amanda, who seeks to discover the truth behind her mother's disappearance. Marooned aboard the remote space station Sevastopol with a few desperate survivors, players must stay out of sight, and use their wits to survive as they are stalked by the ever-present, unstoppable Alien.

Sevastopol Station is a labyrinthine environment that contains hundreds of hidden items that provide clues to the station's catastrophic decline. As they explore, players will crawl through air vents, scope out hiding places, scavenge for resources, and deploy tech in a life-or-death struggle to outthink the terrifying Alien, whose unpredictable, dynamic behaviour evolves after each encounter.

Alien: Isolation on Nintendo Switch will feature technologies such as gyroscopic aiming and HD rumble to immerse players in its terrifying world wherever they play.

A trailer for Alien: Isolation on Switch is available now.

About Feral Interactive

Feral Interactive is a leading publisher of games for the macOS, Linux, iOS and Android platforms, founded in 1996 and based in London, England. It is responsible for such hits as *ROME: Total War*^M for iOS and Android, *Tropico* and *GRID*^M *Autosport* for iOS, *Total War*^M: *THREE KINGDOMS*, DiRT® 4^M, *Total War*^M: *WARHAMMER II*, *Life is Strange*^M: *Before the Storm, A Total War*^M *Saga: THRONES OF BRITANNIA, Rise of the Tomb Raider*®, *Deus Ex: Mankind Divided, DiRT: Rally*®, *F1*^M 2017, *HITMAN*^M, *XCOM*® 2, *Alien: Isolation*^M- *The Collection, Company of Heroes*^M 2, *Middle-earth: Shadow of Mordor*^M *GOTY*, and *Empire: Total War*^M for macOS and Linux, and *The LEGO*® *Movie* 2 *Videogame* for macOS. Visit the Feral Interactive website and find us on Twitter or Facebook.

About Creative Assembly™

Creative Assembly is one of the UK's leading games development studios, founded in 1987 and located in West Sussex, UK and in Sofia, Bulgaria. With a heritage of award-winning AAA titles, including the multimillion selling Total War[™] series, Creative Assembly continues to build an impressive portfolio of games and world-renowned partnerships; working with Games Workshop on Total War[™]: WARHAMMER®, Wargaming Alliance on Total War[™]: ARENA, Twentieth Century Fox on Alien: Isolation, plus 343 Industries and Microsoft on Halo Wars 2. Creative Assembly has, with their exceptionally talented team of over 500, amassed a wealth of awards, including recent accolades from BAFTA, Music+Sound and Develop's Industry Excellence awards. www.creative-assembly.com

About SEGA® Europe Ltd.

SEGA Europe Ltd. is the European Distribution arm of Tokyo, Japan-based SEGA Games Co., Ltd., and a worldwide leader in interactive entertainment both inside and outside the home. The company develops and distributes interactive entertainment software products for a variety of hardware platforms including PC, wireless devices, and those manufactured by Nintendo, Microsoft and Sony Interactive Entertainment Europe. SEGA wholly owns the video game development studios Creative Assembly, Relic Entertainment, Amplitude Studios, Sports Interactive and Hardlight. SEGA Europe's website is located at www.sega.co.uk

